

**What is claimed is:**

1. A shortcut key manager for managing shortcut key assignment, the shortcut key manager comprising:
  - an item receiver for receiving an item identification that identifies a non-command user interface item type;
  - a key receiver for receiving a key identification that identifies a shortcut key;
  - an assignment handler for assigning the shortcut key to the non-command user interface item type; and
  - a shortcut key handler for presenting an instance of the non-command user interface item to a user when the user uses the shortcut key.
2. The shortcut key manager as claimed in claim 1 wherein the shortcut key handler has a focus setter for setting a user control focus to the non-command user interface item.
3. The shortcut key manager as claimed in claim 2 wherein the focus setter sets a keyboard focus to the non-command user interface item.
4. The shortcut key manager as claimed in claim 1 wherein the shortcut key handler has an item window controller for controlling display of a window with an instance of the non-command user interface item.
5. The shortcut key manager as claimed in claim 4 wherein the item window controller has a window display unit for displaying the window at a current cursor location.

6. The shortcut key manager as claimed in claim 4 wherein the item window controller has a window closing unit for closing the window in response to a user input.
7. The shortcut key manager as claimed in claim 1 wherein the shortcut key comprises one or more key strokes.
8. The shortcut key manager as claimed in claim 1 wherein the non-command item is not visual when it is not selected.
9. A method for managing shortcut key assignment, the method comprising steps of:
  - receiving an item identification that identifies a non-command user interface item type;
  - receiving a key identification that identifies a shortcut key; and
  - assigning the shortcut key to the non-command user interface item type.
10. The method as claimed in claim 9 further comprising a step of:
  - receiving user input of the shortcut key; and
  - presenting an instance of the non-command user interface item to the user in response to the user input of the shortcut key.
11. The method as claimed in claim 10 further comprising a step of setting a user control focus to the non-command user interface item.
12. The method as claimed in claim 11 wherein the focus setting step sets a keyboard focus to the non-command user interface item.

13. The method as claimed in claim 10 wherein the presenting step comprises a step of controlling display of a window with an instance of the non-command user interface item.
14. The method as claimed in claim 13 wherein the display controlling step displays the window at a current cursor location.
15. The method as claimed in claim 13 wherein the display controlling step closes the window in response to a user input.
16. The method as claimed in claim 10 wherein the user input receiving step receives one or more key strokes as the shortcut key.
17. A computer readable memory for storing the instructions and/or statements for use in the execution in a computer of a method for managing shortcut key assignment, the method comprising steps of:
  - receiving an item identification that identifies a non-command user interface item type;
  - receiving a key identification that identifies a shortcut key; and
  - assigning the shortcut key to the non-command user interface item type.
18. The computer readable memory as claimed in claim 17, wherein the method further comprises a step of:
  - receiving user input of the shortcut key; and
  - presenting an instance of the non-command user interface item to the user in response to the user input of the shortcut key.
19. Electronic signals for use in the execution in a computer of a method for managing shortcut key assignment, the method comprising steps of:

receiving an item identification that identifies a non-command user interface item type;

receiving a key identification that identifies a shortcut key; and  
assigning the shortcut key to the non-command user interface item type.

20. The electronic signals as claimed in claim 19, wherein the method further comprises a step of:

receiving user input of the shortcut key; and  
presenting an instance of the non-command user interface item to the user in response to the user input of the shortcut key.

21. A computer program product for use in the execution in a computer of a method for managing shortcut key assignment, the computer program product comprising:

a module for receiving an item identification that identifies a non-command user interface item type;  
a module for receiving a key identification that identifies a shortcut key;  
and  
a module for assigning the shortcut key to the non-command user interface item type.

22. The computer program product as claimed in claim 21 further comprising a step of:

receiving user input of the shortcut key; and  
presenting an instance of the non-command user interface item to the user in response to the user input of the shortcut key.